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Whidbey

tools & languages

Introducing MSBuild:

Build Engine for "Whidbey" and
"Longhorn"

Alex Kipman
(akipman@microsoft.com)
Program Manager

Rajeev Goel
(rgoel@microsoft.com)
Software Design
Engineer

PDC⁰³

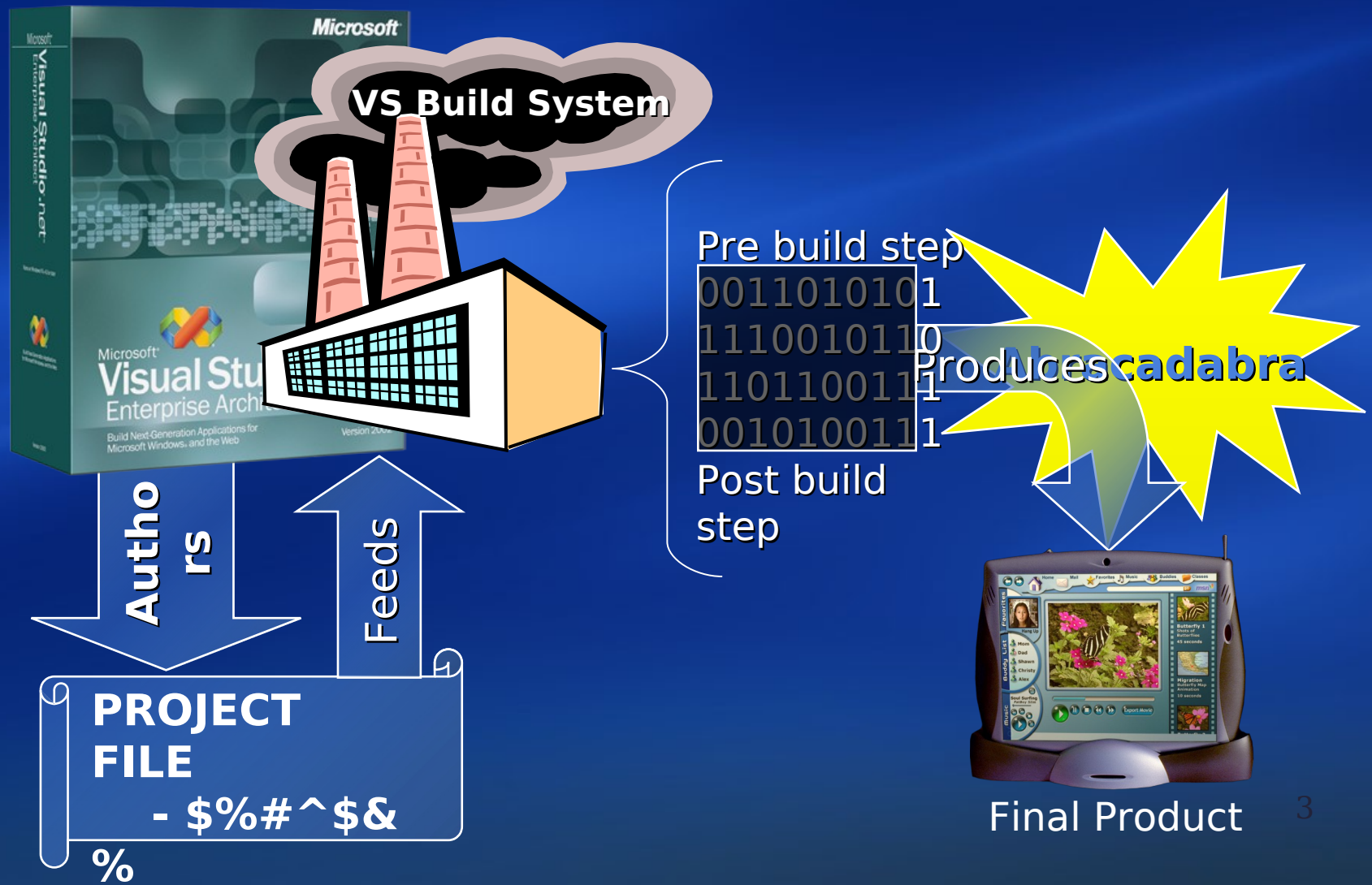
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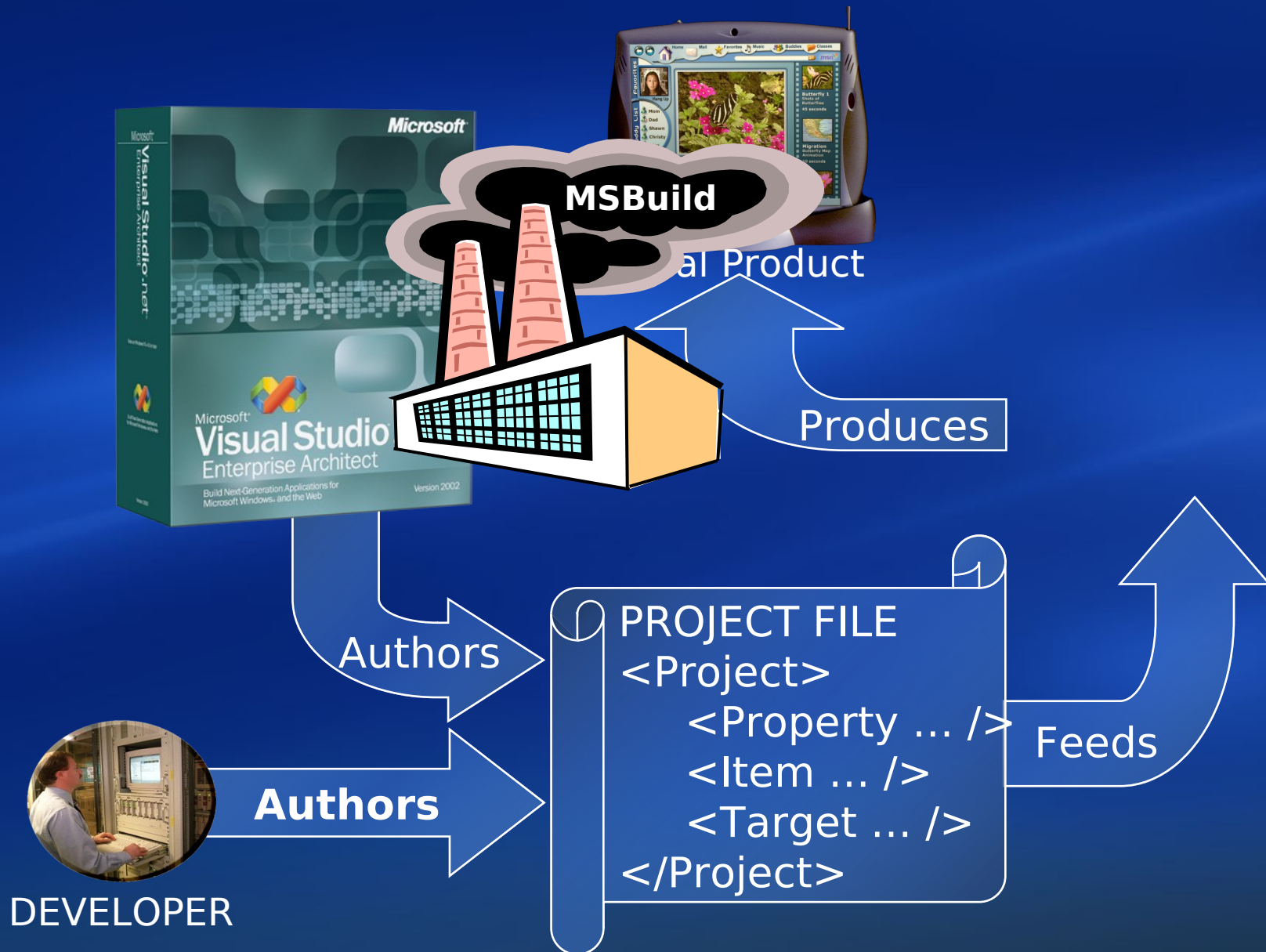
Agenda

- MSBuild design goals
- Basic file format features
- Advanced features & extensibility
- Bringing it all together
- Summary

Visual Studio .NET 2002/2003



MSBuild Design Goals



MSBuild File Format

demo

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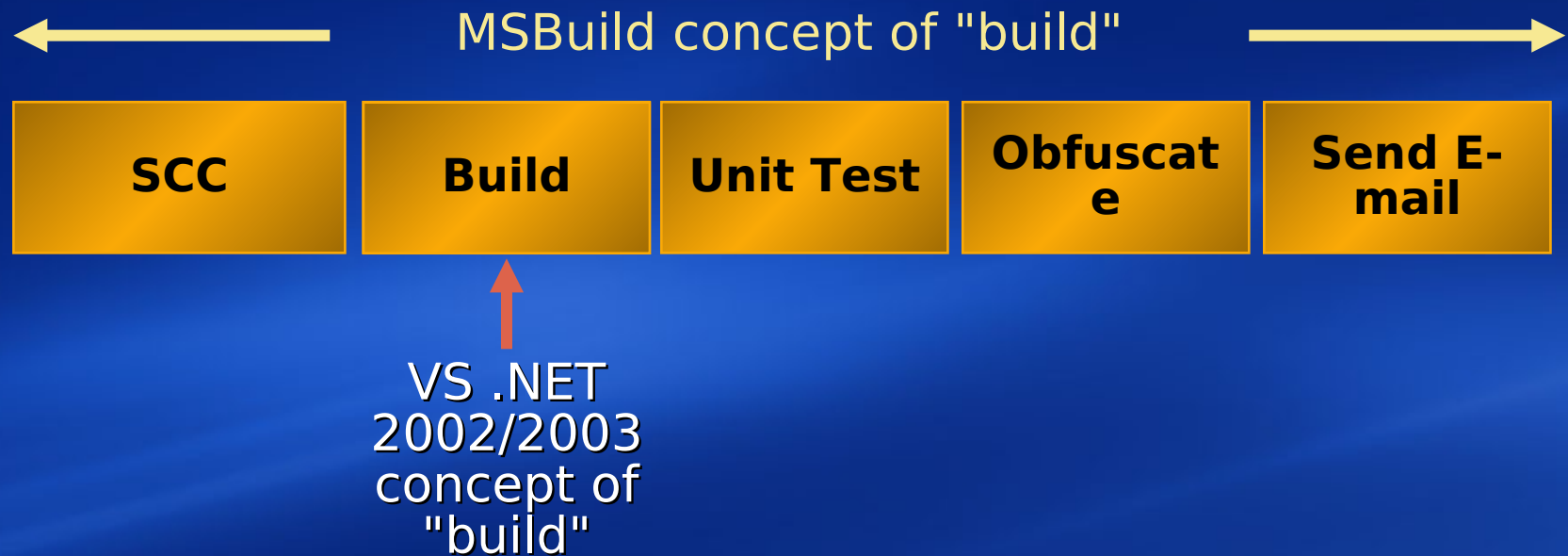
Advanced Features And Extensibility

demo

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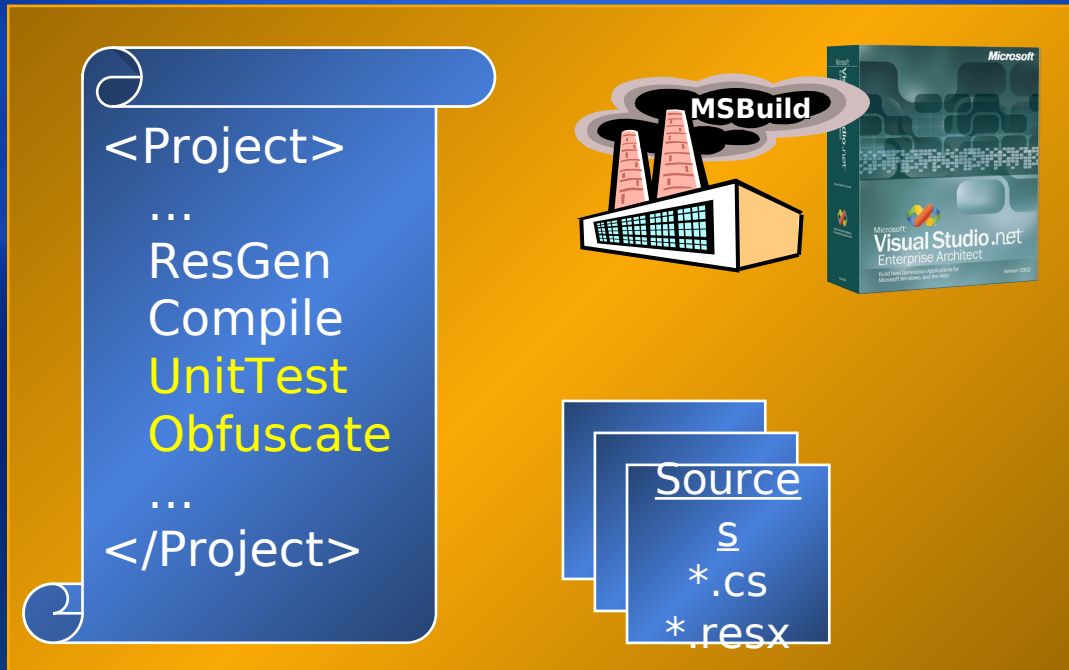
Bringing It All Together



Step 1 - Augment VS Build

- Add unit testing
- Add obfuscation

Developer machine(s)



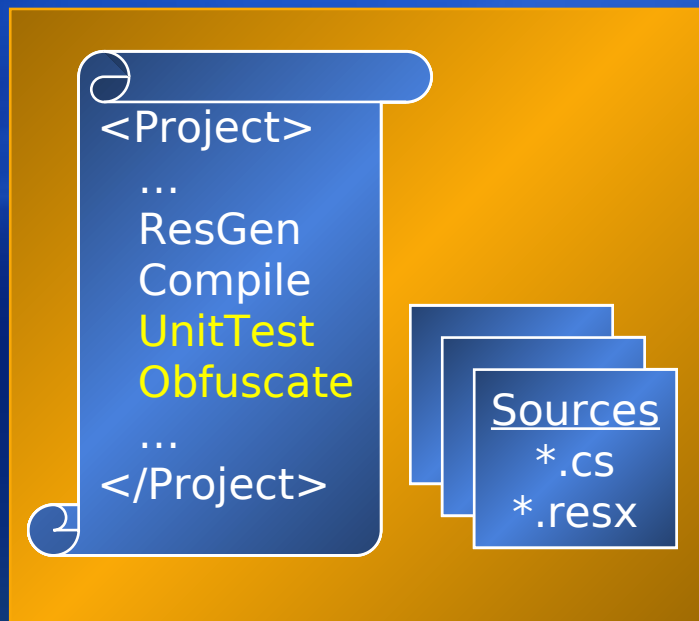
Augmenting VS build demo

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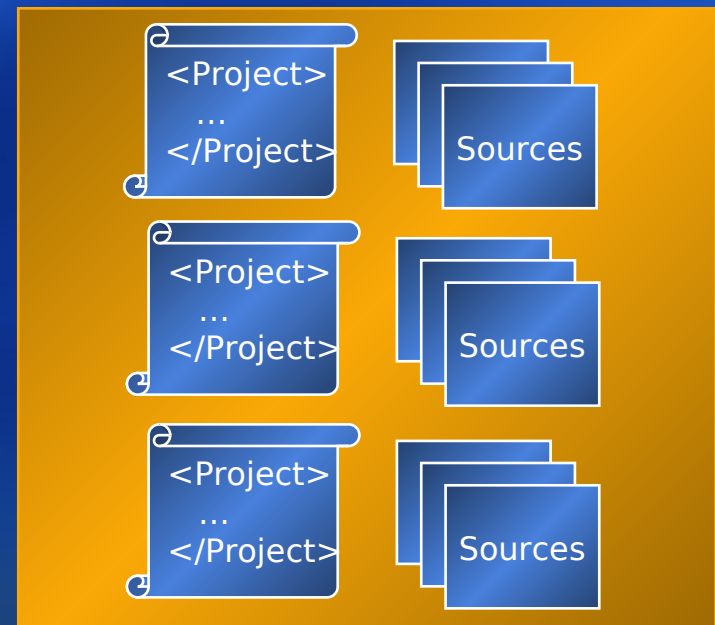
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Step 2 – Check Into SCC

Developer machine(s)



SCC Server

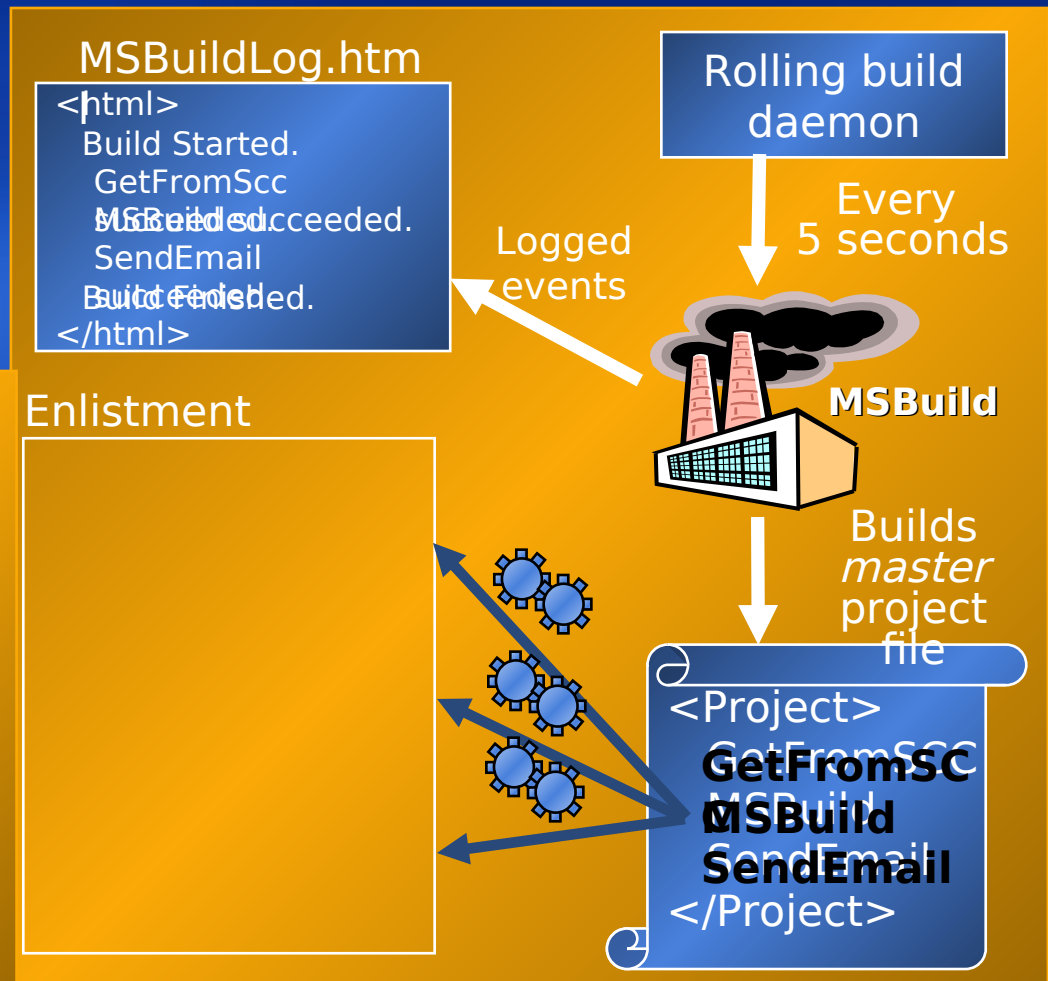
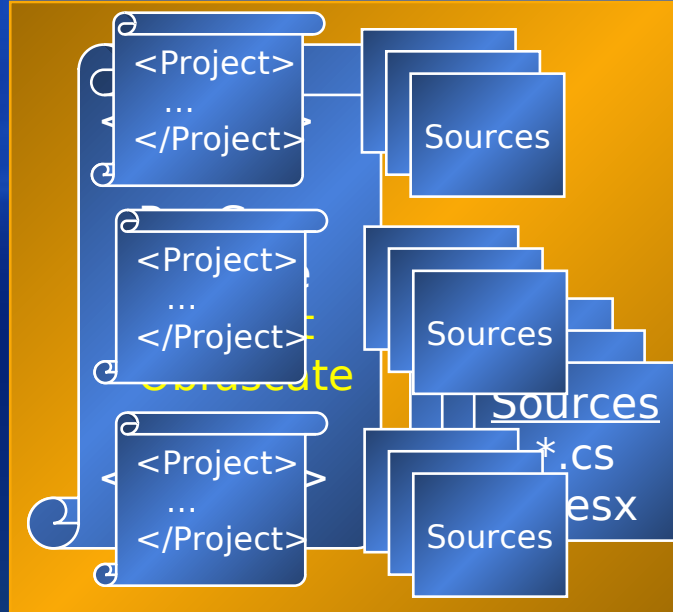


Step 3 – Create A Build Lab

- Write Daemon
- Author project file
- Author HTML logger

Build lab machine

Developer machine(s)



Rolling Build Server demo

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Summary

- With MSBuild you'll be able to:
 - Build a VS project without VS being installed since MSBuild ships with the CLR
 - Author a project file with ease since the file format is open and backed up by a schema
 - Customize the build process through our comprehensive task extensibility model

**Do all this without losing any
of the**

Community Resources

Get Your Questions Answered!

- PDC – Ask the experts
 - Come see us tomorrow night from 6:30p to 9:00p in Hall G,H
- Newsgroup:
 - `microsoft.private.whidbey.vs.msbuild`
- Web site:
 - <http://msdn.microsoft.com/pdc>

Don't forget to fill out the session evaluation
at <http://mymsevents.com>!



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